

# FERNANDO PENAFIEL

previs—layout artist

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## EXPERIENCE

**LAIKA Studios** – *VFX Layout Artist* – Hillsboro, OR

jun 2024—present

- Key contributor to the studio's first Layout department, integrating CG cameras and layout into an existing stop-motion pipeline and shaping foundational workflows.
- Engineered both technical and creative solutions for complex shot challenges, while aligning with the director's vision and hitting deadlines in a timely manner.
- Developed custom tools and workflows to streamline production for technically demanding shots.
- Authored comprehensive confluence documentation to support team knowledge sharing.
- Maintained healthy communication with leads, supervisors, and other artists.
- Promoted cross-departmental communication to foster clarity and consistency across shot progressions.

**Revenant** – *Layout Artist & Animator* – Scotland, UK (remote)

may 2024—sept 2024

- Led the previsualization and technical construction of three distinct short films within a three-month timeframe.
- Collaborated closely with directors, presenting multiple take variations to meet narrative and storyboard goals.
- Refined camera work following motion capture ingestion, ensuring cinematic clarity and visual cohesion.
- Supported post-production efficiency by actively contributing to motion capture cleanup and pipeline within the animation stages.

**Proof Inc.** – *Previs Artist* – Los Angeles, CA (remote)

jul 2023—aug 2024

- Independently translated shots and sequences from 2D storyboards into precise 3D previsualization deliverables.
- Collaborated daily with the visualization supervisor, presenting iterative work from rough blocking to final previs.
- Proactively addressed production challenges by conceptualizing and delivering diverse shot takes and effective solutions ahead of schedule.
- Consistently delivered high quality cinematography and animation standards while thriving in a dynamic, fast-paced production environment.

**Giantstep** – *Previs Artist* – Los Angeles, CA (remote)

oct 2022—feb 2023

- Developed dynamic cinematic sequences through precise staging of shots based on 2D storyboards.
- Polished camera work during animation to maintain the project's stylistic consistency and shot continuity.
- Partnered with the lighting lead to light and render a series of shots, contributing to the project's final visual quality.

**Pixar Animation Studios** – *Layout Intern* – Emeryville, CA

jun 2022—sept 2023

- Produced high-quality staging, composition, and camera movement using a deep understanding of cinematography principles.
- Demonstrated strong communication and problem-solving skills through active collaboration with mentors and initiated opportunities to assist fellow interns via demos and troubleshooting.
- Proactively sought and effectively integrated feedback on work from location scouts to camera polish and promptly addressed notes across all aspects.

## EDUCATION

Bachelor of Fine Arts - *Animation & Visual Effects* – Academy of Art University

- Tea Time Animation Club - Staff Leader

## SKILLS

TRADES: cinematography, animation, editing, lighting, graphic design, coffee brewing

SOFTWARE: maya, unreal engine, blender, davinci resolve, nuke, katana, shotgrid/flow production tracker